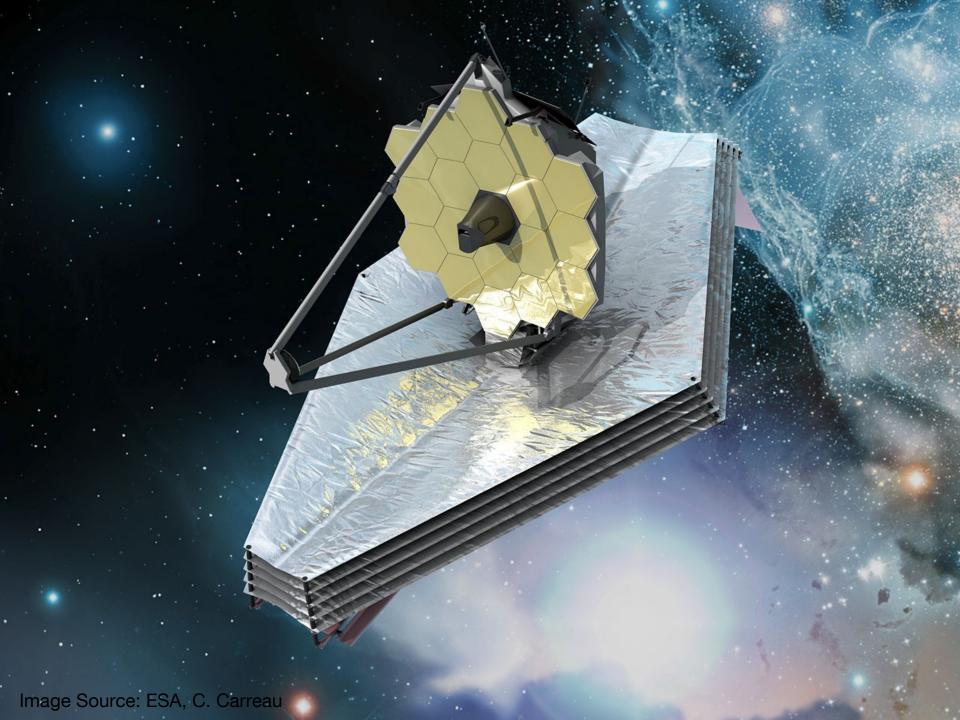
Where Some (or All) of Your Scientific Data Comes From Satellites and Space Electronics





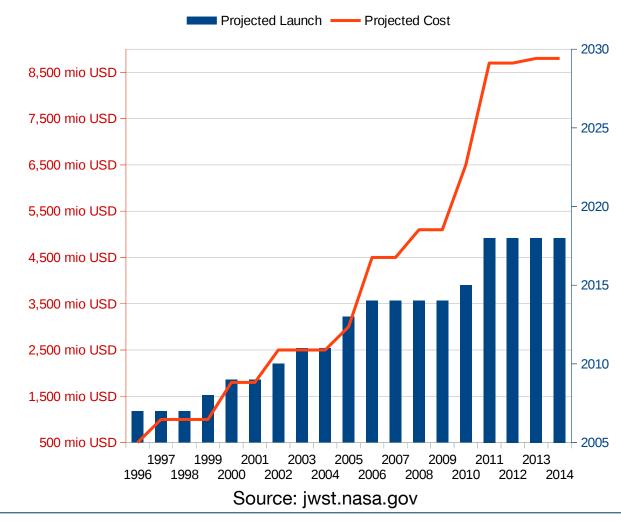
Astrophysics Missions timeline NASA, 2011 **JWST GEMS** ASTRO-H ST-7/LPF ST-7 **NuSTAR SOFIA** WISE Herschel Planck Kepler Fermi Suzaku Swift Spitzer **GALEX** Integral **WMAP** XMM-Newton Chandra Formulation **RXTE** Development Hubble Operating TIMELINE 1990 1993 1996 1999 2002 2005 2008 2020

NASA, 2013 **Astrophysics Missions timeline** Decadal Survey Mission EX/MO (AO NET 2016) MM SMEX/MO (AO NET 2014) Euclid (ESA) JWST (ESA, CSA) TESS **NICER** ASTRO-H (JAXA) ISS-CREAM (Sth Korea) ST-7/LPF (ESA) NuSTAR (ASI, Denmark) SOFIA (DLR) Herschel (ESA, UK, Netherlands) Planck (ASI, CNES, UK, ESA) Kepler Fermi (DOE, Intl team) Suzaku (JAXA) Swift (ASI, UK) Spitzer GALEX (South Korea) Planned XMM-Newton (ESA) Formulation Development Chandra (SRON) Operating Hubble (ESA) Extended Mission TIMELINE 1995 1998 2019 2001 2004 2007 2010 2013 2022 2025

Agency Spaceflight Progresses Slowly

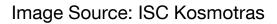
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- Why?
 - It's complicated!
 - Space hazards
 - Technological readiness
 - Export restrictions
 - Other legal issues
 - Politics (!!)
- Examples:
 - JWST 23y (maybe)
 - Hubble 20y
 - Spitzer 20y
 - Herschel 16y
 - XMM/Newton 14y!



Design Restrictions for Electronics in Space

- Technological Readiness (Agency & Commercial Spaceflight)
- Constrained power budget
- Form factor limitations
- Stress during launch
- Slim up- and downlink
- Operation in orbit









Environmental Effects on Electronics in Space

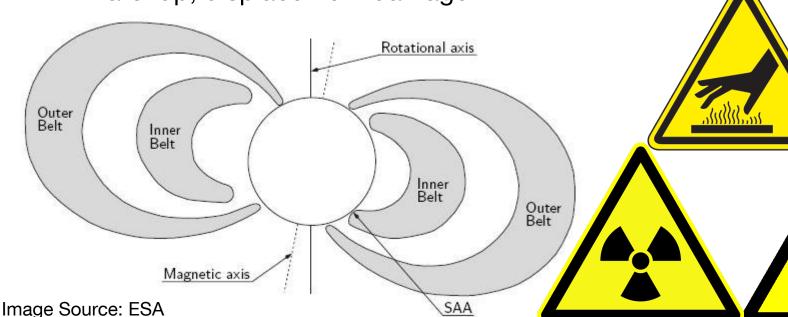
Extreme temperature changes

No heat dissipation due to convection

Radiation & single event effects

Total ionizing dose, event upsets

- Latchup, displacement damage



Satellite Miniaturization

- Microsatellites
 - 10 100 kg
 - MUCH easier to develop
 - Have become very popular for commercial spaceflight
 - Still somewhat expensive (>_<)
- Pico & Nanosatellites
 - 0.1 10kg
 - Fast & easy to develop
 - Minimal launch costs
 - Many university projects
 - SCIENCE!

Image Source: NASA (t), Planet Labs (b)





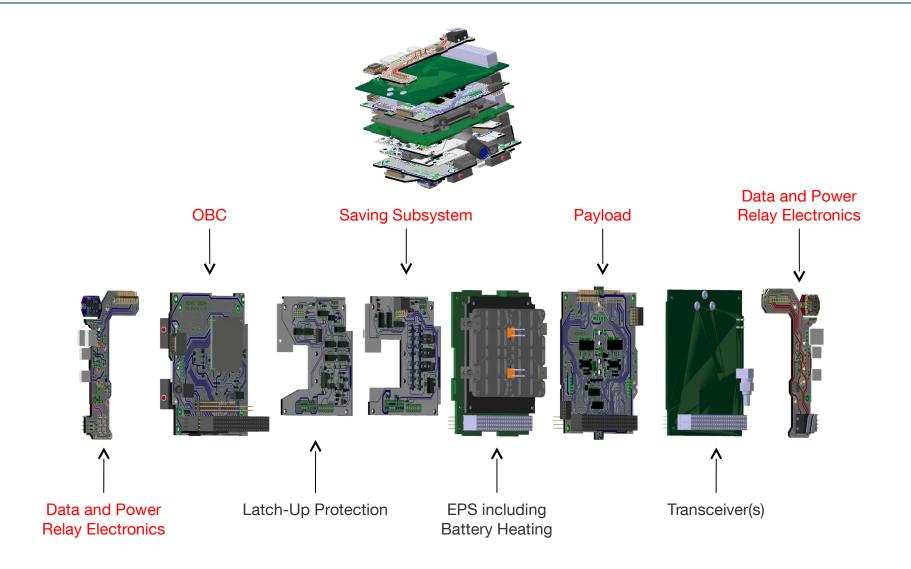
Nanosatellites - First-MOVE

- "Completed" in 2011
- Launched in 2013
- 1 Unit CubeSat, 912g
- Technology demonstration
- UHF up- VHF downlink
- Foldable solar panels
- ARM926 based microprocessor
- 512KB MRAM
- 256MB Flash
- 200mW 1.4W power consumption
- Custom OS
- Cost: ~200k USD/EUR incl. launch



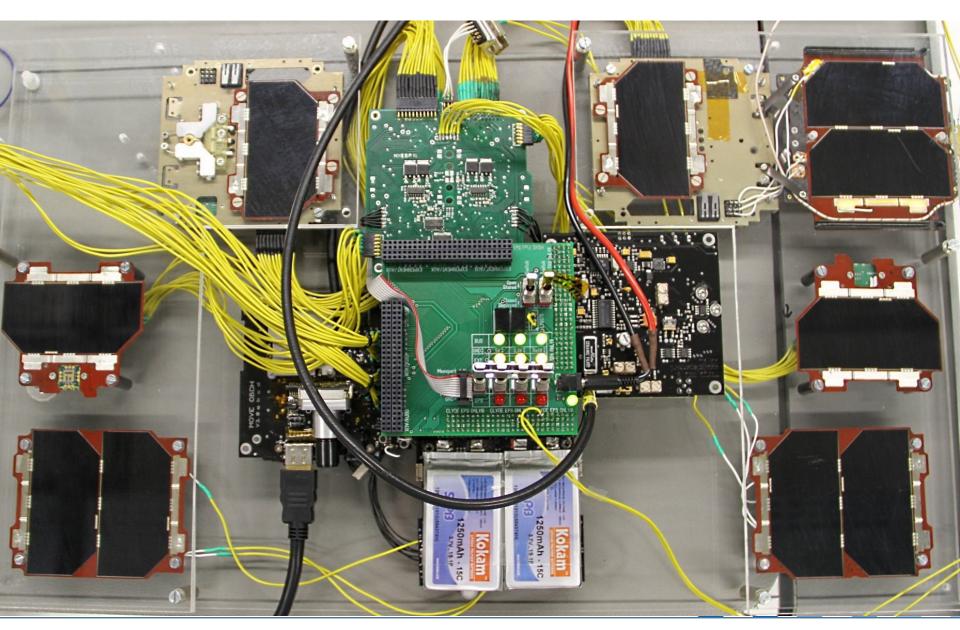




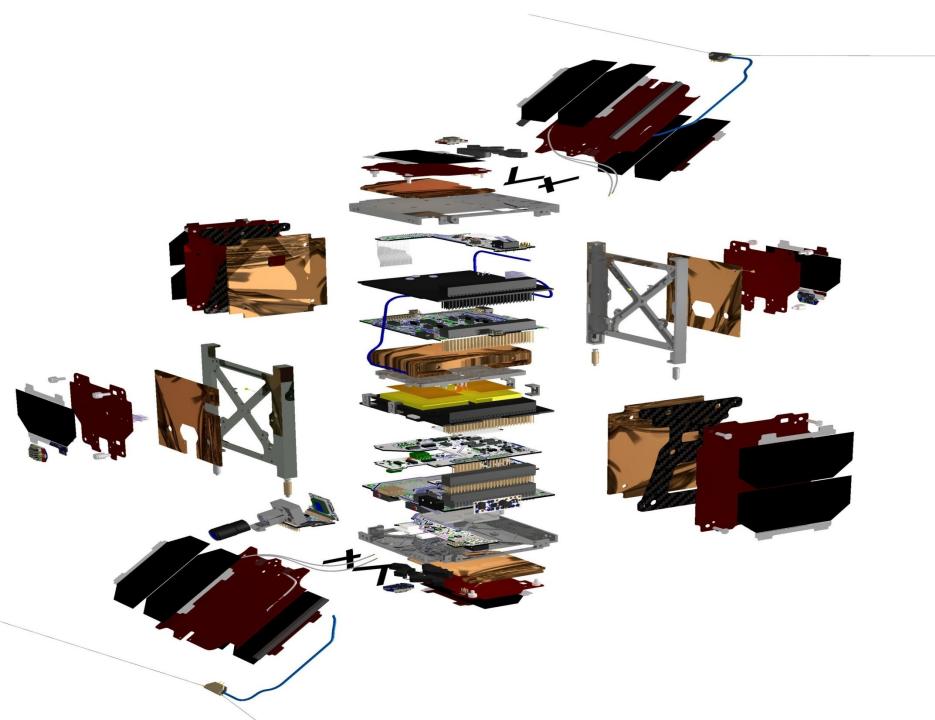


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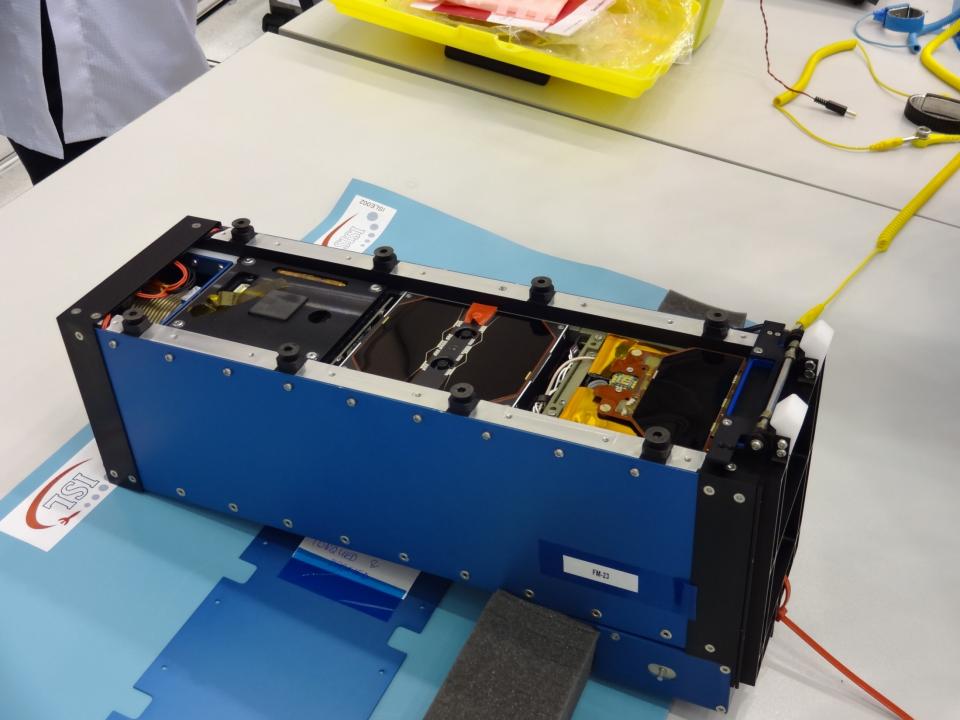


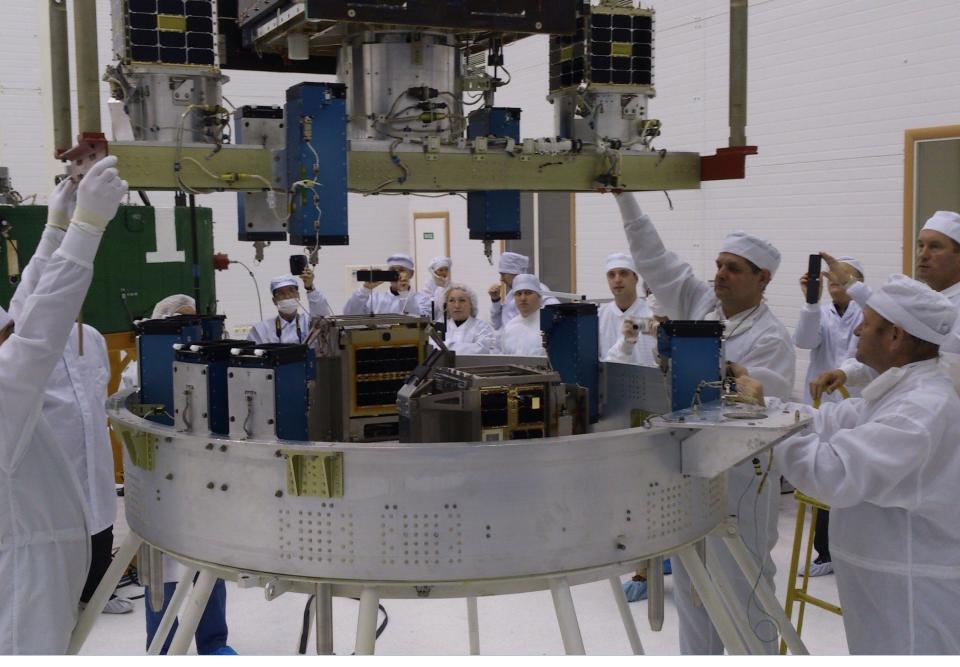










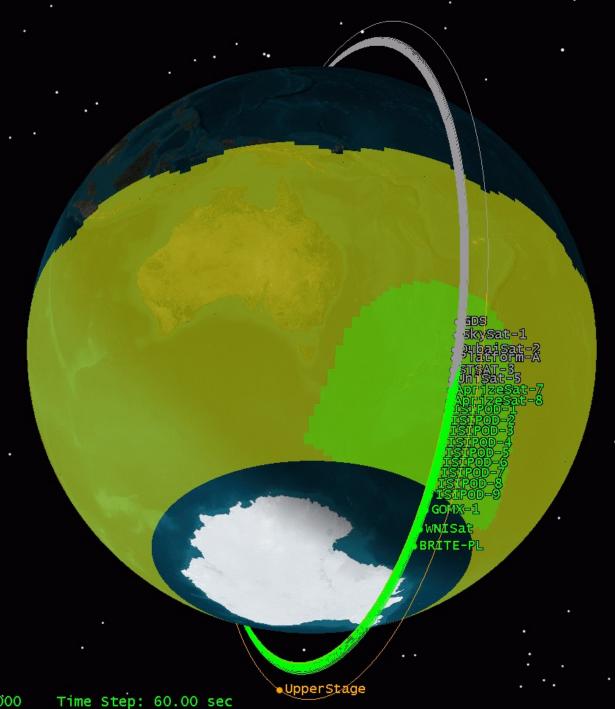




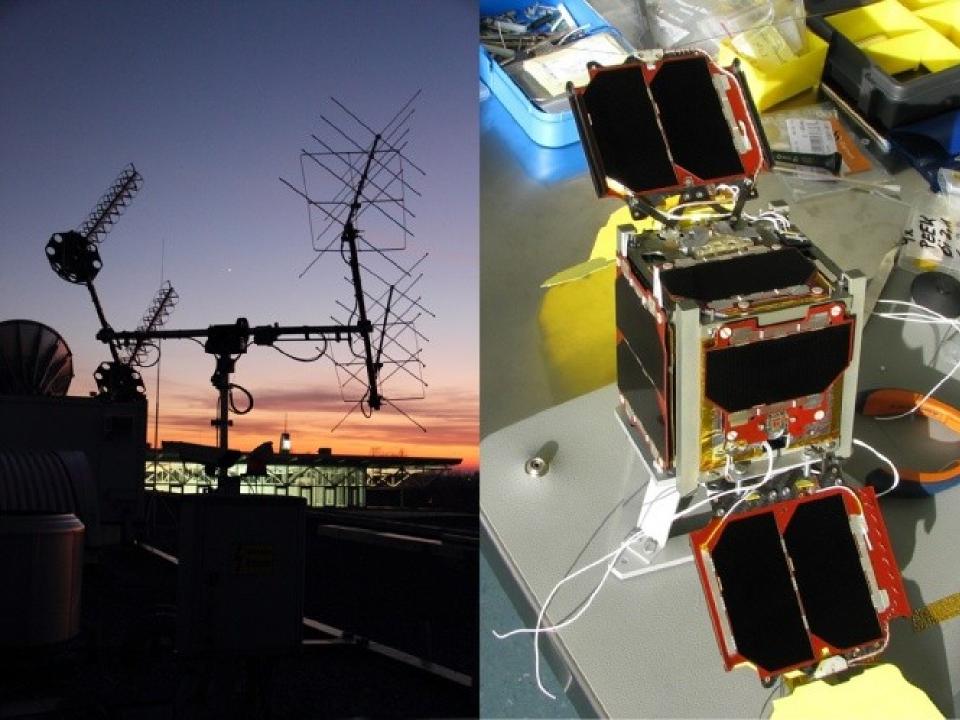




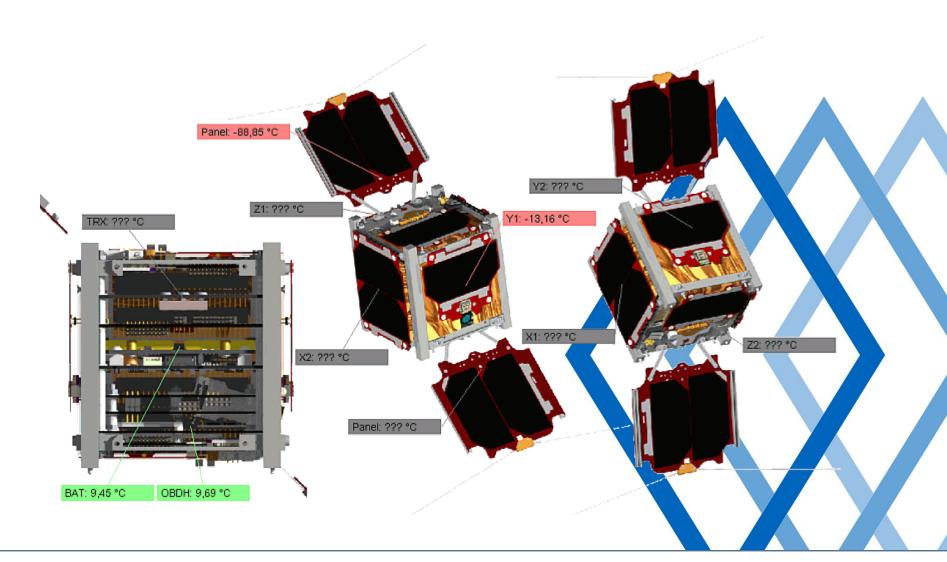




Earth Inertial Axes 21 Nov 2013 11:18:29.000



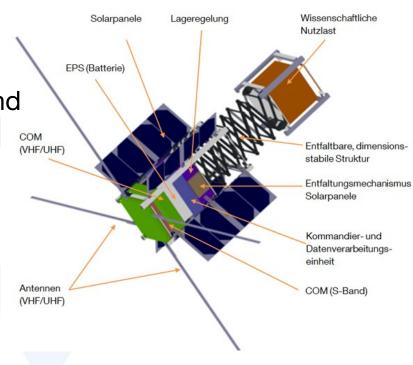






MOVE-II System Concept

- 2U or 3U Cubesat
- 13W power budget (with 2U)
- 2W CDH power budget
- Size-optimized Linux based OS
- Communication via UHF/VHF + S-Band
- On-Board Computer
 - ARM Cortex-A5/A7
 - 32+ MB ECC-SRAM
 - 8+MB MRAM
 - I²C + SPI + generic GPIO
- Dimensions 10 x 10 x 20 cm

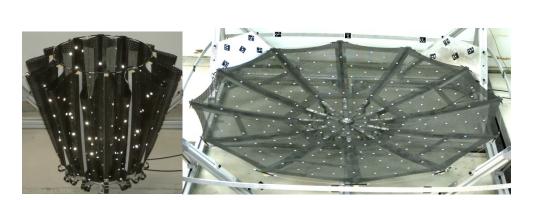


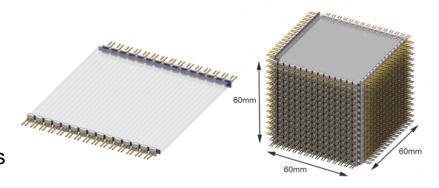
MOVE-II Scientific Payload(s)

- Two Options, decision after PDR:
 - Anti-Prototon Detector
 - High data rate sensor
 - Provided by TUM Department of Physics



- Technology qualification
- Industrial contribution

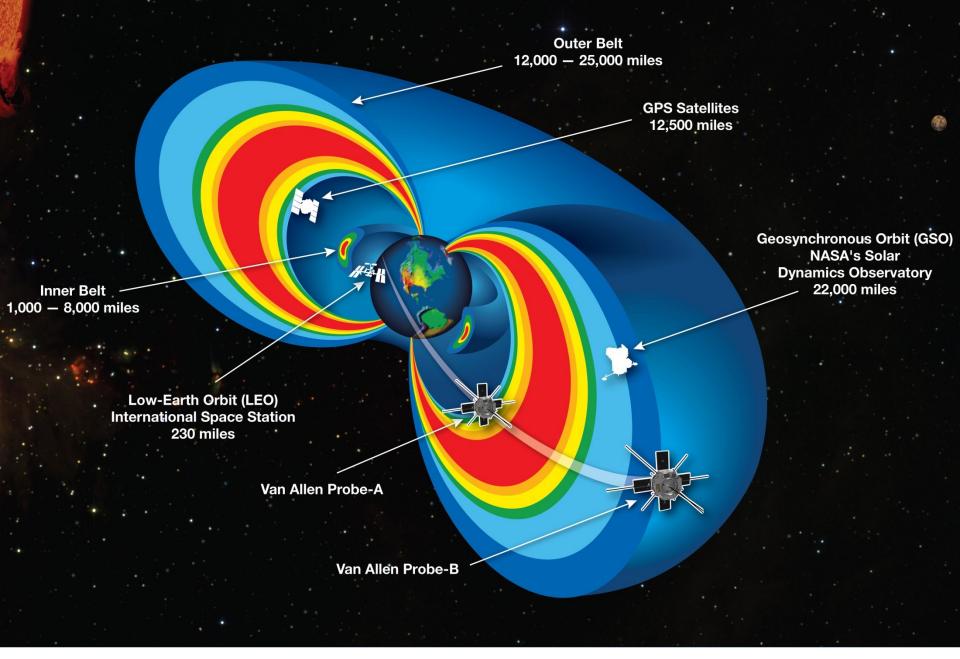


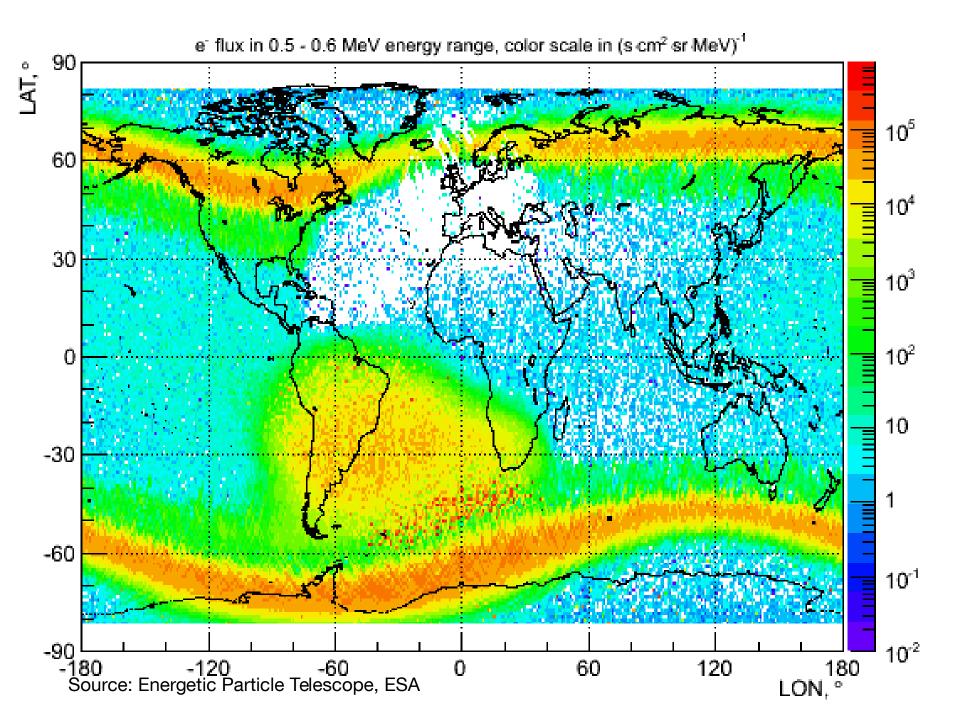






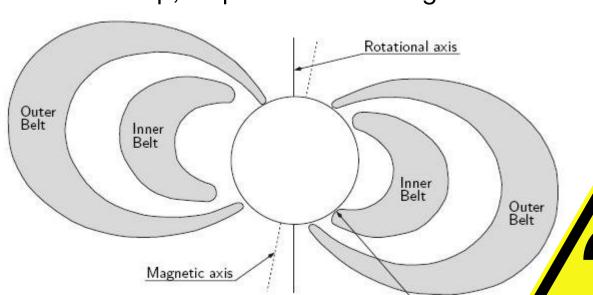






Environmental Effects on Electronics in Space

- Extreme temperature changes
- No heat dissipation due to convection
- Radiation & single event effects
 - Total ionizing dose, event upsets
 - Latchup, displacement damage



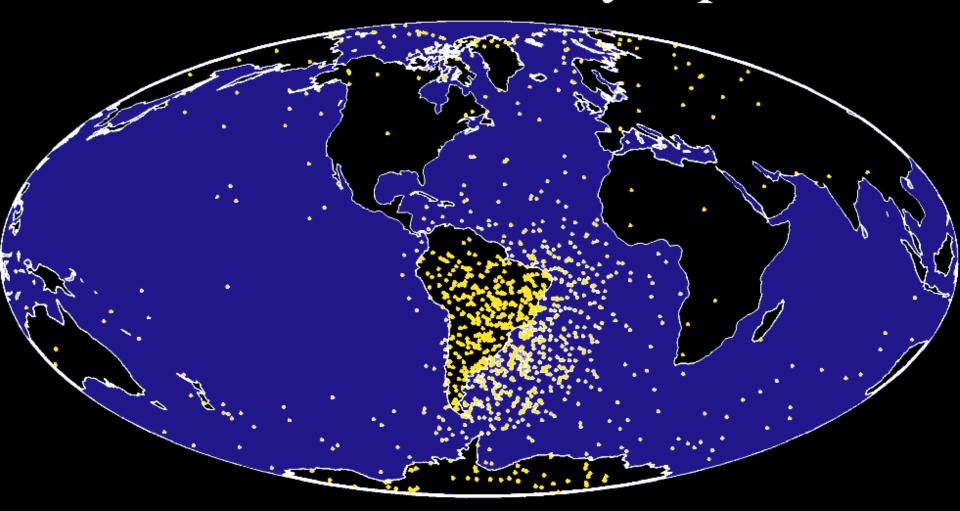






SAA

UOSAT-2 Memory Upsets



ESA/ESTEC The Netherlands

NOAA/NGDC Boulder







Memory Integrity

- Core System Storage
 - Kernel, application code, diagnostics
 - Small but consistency is critical
- Payload Data Storage
 - Data storage for scientific data
 - Large only lossy-technology available (NAND/NOR-flash)
- Volatile Memory
 - Used as system memory
 - Hard and soft faults have equal effect on data
 - Memory checking and blacklisting to handle hard faults



Traditional Approaches for future Hardware?

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- Coarse structural width
 - Lower impact of event upsets
 - Old parts only -> legacy technology
- Simple redundancy
 - Redundant device's data degrades, even if not in use
 - Consistency & error detection often problematic
 - VERY inefficient and prone to hard-errors
- Hardware Voting
 - Reliance on trusted oracle, byzantine issues
 - Problematic for complex devices (Flash, CPUs, ...)
 - Synchronization issues
- New, more robust manufacturing techniques

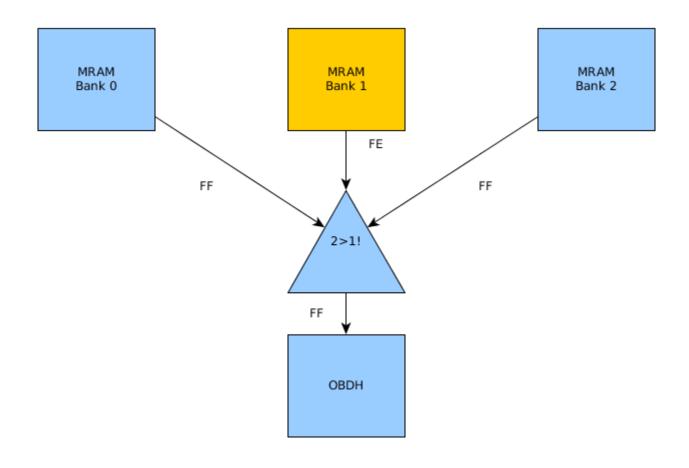


Thanks for Listening!

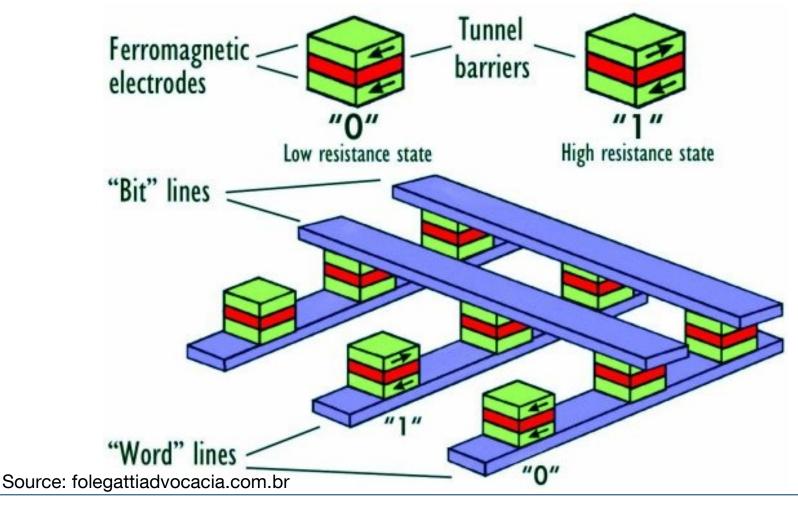




Redundancy via Majority Voting



MRAM



Towards a Large Payload Data Storage

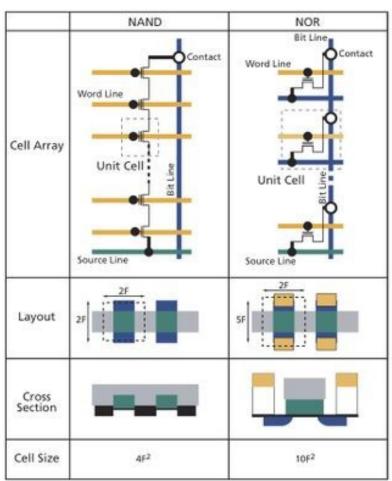
	MRAM	SRAM	DRAM	Flash	FeRam
Read Speed	Fast	Fastest	Medium	Fast	Fast
Write Speed	Fast	Fastest	Medium	Low	Medium
Array Efficiency	Med/High	High	High	Med/Low	Medium
Future Scalability	Good	Good	Limited	Limited	Limited
Cell Density	Med/High	Low	High	Medium	Medium
Non-Volatility	Yes	No	No	Yes	Yes
Endurance	Infinite	Infinite	Infinite	Limited	Limited
Cell Leakage	Low	Low/High	High	Low	Low
Low Voltage	Yes	Yes	Limited	Limited	Limited
Complexity	Medium	Low	Medium	Medium	Medium

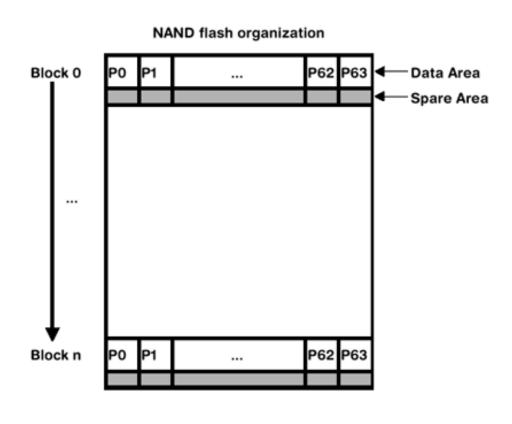
Source: www.thefutureofthings.com





Flash Memory Comparison





Source: Wind River Systems (L), SEGGER Microcontroller (R)

